

Use of your Controllers

1. Players 1 and 3 use the left controller. Players 2 and 4 use the right controller.
2. To enter a number, key in the number and press the Enter key.

BLOCKOUT

Games #5-8

Number of Players

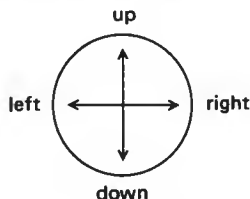
Blockout is played by 2 players.

Objective

To create the longest trail on the screen without running into yourself, the barrier, or your opponent.

Use of your Controllers

To move your box across the screen, push the joystick in the direction you want to go.



Game Variations

All 4 games have been designed for various skill levels, game 5 being the easiest and 8 being the most difficult.

APF electronics, Inc. pinball dungeon hunt blockout operating instructions

GETTING STARTED

Insert the cartridge into the main unit and press the Reset button. There are 8 games listed.

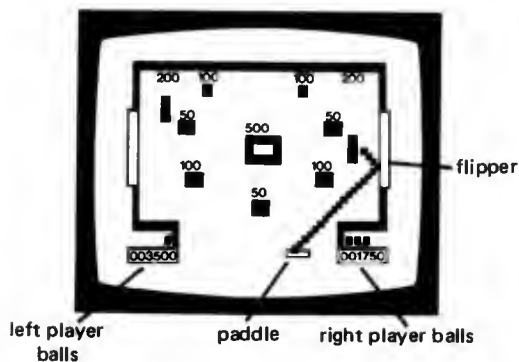
PINBALL

Games 1—3

Number of Players

Pinball can be played by 1 or 2 people.

The playfield looks like the following.



Objective

To accumulate the most points. With every 20,000 points you win an extra ball.

Use of your Controllers

1. To release the ball, pull the joystick in the Down position.
2. To move the paddle left-right, move the joystick in those directions.
3. To activate the flippers, push the Fire button. Flippers only stay on for one second.

Game Variations

All 3 games have been designed for various skill levels.

Game 1 — being the easiest

Game 2 — increased ball speed makes this game more difficult

Game 3 — two paddle pinball

DUNGEON HUNT

Game #4

Number of Players

Dungeon Hunt can be played by 1 to 4 players. After keying in the game number, the question "How Many Players?" will be displayed. Simply key in 1, 2, 3, or 4.

Objective

To locate the 8 hidden objects under the 70 squares. One object may consist of from 1 to 4 squares next to each other. Points are given for each correct guess and bonus points when the entire object is complete. You will know when an object is complete by the increased length of the sound. The player with the most points is the winner.